

Nicola Frachsen

Summary of Qualifications

Dynamic designer and communicator with a focus on user experience and accessibility. Trained in all aspects of the agile software development pipeline. Proven ability to research, design, prototype, perform user testing, develop, and plan effectively within teams. Driven, thoughtful, and ensures every interaction is successful and meaningful. Experience in and comfortable with at-home or in-office environments. Able to relocate or travel.

- Effective communication with peers and end users; confident public speaker.
- Comfortable with independent work, yet an enthusiastic team player.
- Goal-oriented, yet empathetic.
- Able to design, prototype, develop, and test applications.
- Organized and adheres to plans and expectations.
- Finds new challenges enjoyable and adapts well to changing situations.

Professional Experience

UX Consultant & Writer – Deep Designs, LLC September 2021 – Present
Miami, FL

- Contributing to VIBES, a software project to improve middle school students' social and emotional aptitude and well-being, and provide resources to parents and teachers.
- Working on interaction and visual design to ensure content is accessible and engaging.
- Writing interactive scenarios to help students understand and grow in emotional maturity.
- Developing prototypes to present to students through Qualtrics and other mediums.

Field Organizer – Florida Democratic Party September 2020 - November 2020
Miami, FL

- Organized, planned, and led official campaign events, collaborating with and featuring local LGBTQ elected officials.
- Used remote software to recruit, train, and manage teams of volunteers for phone banking and texting, following up on delegated work in a timely manner.
- Maximized local campaign outreach and visibility through data analysis, and collaboration with local organizations and social media groups.

Programming Teaching Assistant – University of Florida January 2017 - April 2017
Gainesville, FL

- Generated class content and plans in collaboration with a professor for a class of 300.
- Directly taught and mentored a group of ~20 students in weekly courses, furthering their talents in Java and Eclipse, and knowledge of the full software development pipeline.

UI/UX Design Intern – Immersed Games January 2016 - April 2016
Gainesville, FL

- Contributed to design of Tyto Online, using Balsamiq for wireframing and sign-off.
- Performed user research and created Personas to further accessibility of software for young students, a group often unacknowledged in software development.
- Contributed to prototyping, A/B testing, and QA to ensure usability of the end product.

Miami, Florida
(305) 510-8761

nicola2637@gmail.com
<https://nicolafratchesen.com>

Education

University of Florida – B.S. in Digital Arts and Sciences

August 2013 - May 2017
Gainesville, Florida

Equivalent to Human-Computer Interaction. Included full computer science curriculum and additional coursework in interaction design, UX, UI, and writing.

GPA: 3.87/4.00 – Graduated Cum Laude

Technical Skills

<i>Programming Languages</i>	Java, C++, C#, HTML/CSS, JavaScript
<i>Applications/Design Tools</i>	Invision, Balsamiq, Processing, Qualtrics, Git, MEAN stack, Unity, Maya 3D
<i>Management Tools</i>	Google Suite, Microsoft Suite
<i>Communication</i>	Fluent in English & French. Competed in debate tournaments at state and national levels in high school, awarded for excellence at Harvard Model Congress.
<i>Citizenship</i>	United States and France

Sample Projects

- [VIBES](#): Software platform aimed at providing personalized assistance to middle school students in developing their emotional well-being and interpersonal skills. The platform will also provide parents and educators the ability to support children's social-emotional learning. I've acted as a consultant for UX, writing, and prototype development.
- [Dying Dreams](#): Fully audio-based role-playing game designed to be inclusive of the visually impaired, created following comprehensive research and consulting with design professionals. Personal senior project created using Unity and 3D audio technology.
- [Donator](#): Class group project for the Royal Bank of Canada. Designing, testing, and wireframing an app for donating to those in need. Included user research, interviews, generation of Personas, and reviews with the client. Created using Balsamiq and Invision.

References Available Upon Request